

FIG. 1

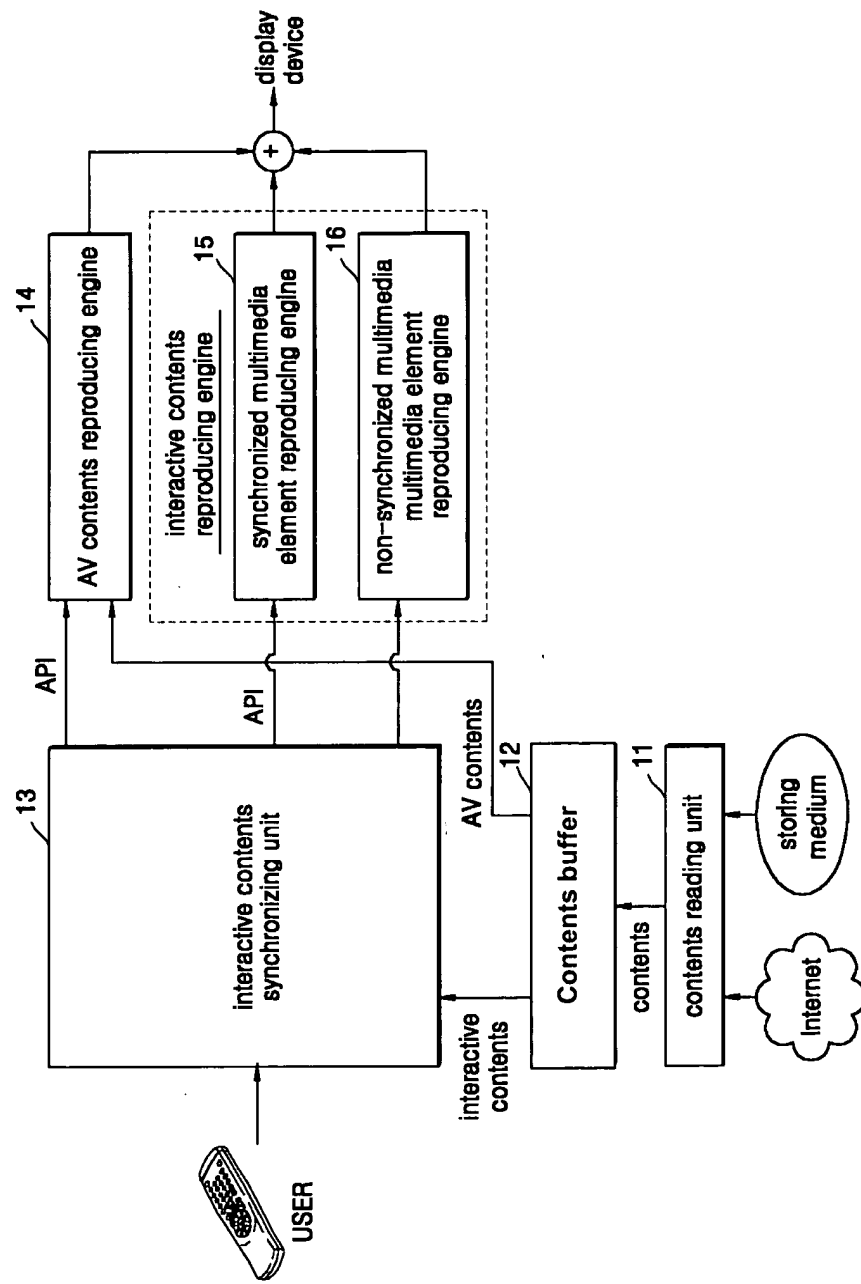


FIG. 2

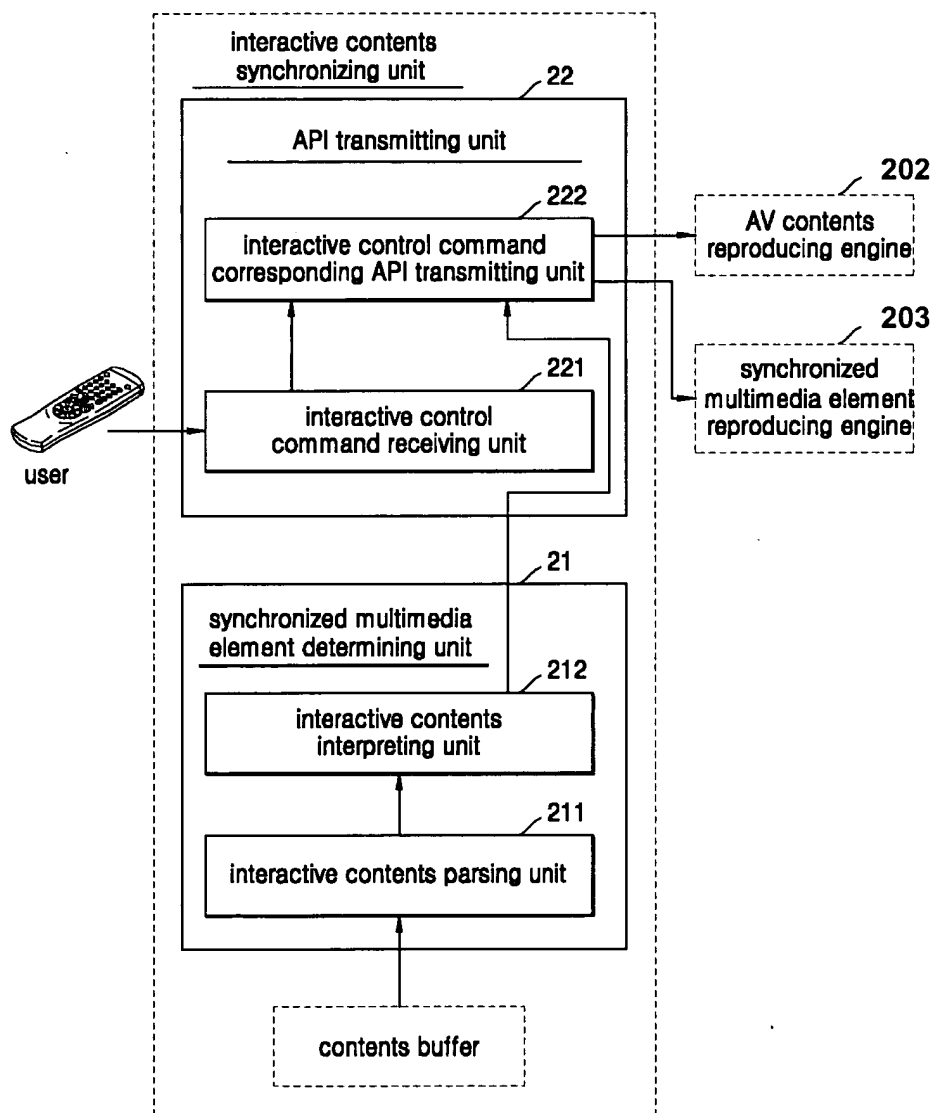


FIG. 3

```

<html>
  <head>
    <meta name="synchronization_id" contents="2" />
  </head>
  <body onload="dvdvideo.play();">
    <table border="0" width="720" height="480">
      <tr>
        <td width="277" height="184" align="left" valign="top">
          <object data="dvd:" width="277" height="184" border="0"/>
        </td>
        <td width="443" height="480" align="left" valign="top" rowspan="2">
          <object id="1" data="ani1.swf" type="application/x-shockwave-flash" />
        </td>
      </tr>
      <tr>
        <td width="277" height="296">
          <object id="2" data="ani2.swf" type="application/x-shockwave-flash" />
        </td>
      </tr>
    </table>
  </body>
</html>

```

FIG. 4

```

<html>
  <body onload="dvdvideo.play();">
    <table border="0" width="720" height="480">
      <tr>
        <td width="277" height="184" align="left" valign="top">
          <object data="dvd:" width="277" height="184" border="0"/>
        </td>
        <td width="443" height="480" align="left" valign="top" rowspan="2">
          <object data="ani1.swf" type="application/x-shockwave-flash"
            synchronization="false" />
        </td>
      </tr>
      <tr>
        <td width="277" height="296">
          <object data="ani2.swf" type="application/x-shockwave-flash"
            synchronization="true" />
        </td>
      </tr>
    </table>
  </body>
</html>

```

FIG. 5

```

Interface RCKeyEvent : UIEvent {
    public const unsigned short VK_0      = 0; // keyCode is "0", keyName is "0"
    public const unsigned short VK_1      = 1; // "1"
    public const unsigned short VK_2      = 2; // "2"
    public const unsigned short VK_3      = 3; // "3"
    public const unsigned short VK_4      = 4; // "4"
    public const unsigned short VK_5      = 5; // "5"
    public const unsigned short VK_6      = 6; // "6"
    public const unsigned short VK_7      = 7; // "7"
    public const unsigned short VK_8      = 8; // "8"
    public const unsigned short VK_9      = 9; // "9"
    public const unsigned short VK_A      = 10; // keyCode is "10", keyName is "A"
    public const unsigned short VK_B      = 11; // "B"
    public const unsigned short VK_PLAY_PAUSE = 12; // "PlayPause"
    public const unsigned short VK_STOP    = 13; // "Stop"
    public const unsigned short VK_FF      = 14; // "FastForward"
    public const unsigned short VK_FR      = 15; // "FastRewind"
    public const unsigned short VK_SKIP_PREV = 16; // "Prev"
    public const unsigned short VK_SKIP_NEXT = 17; // "Next"
    public const unsigned short VK_SUBTITLE = 18; // "Subtitle"
    public const unsigned short VK_ANGLE    = 19; // "Angle"
    public const unsigned short VK_AUDIO    = 20; // "Audio"
    public const unsigned short VK_ROOTMENU = 21; // "RootMenu"
    public const unsigned short VK_TITLEMENU = 22; // "TitleMenu"
    public const unsigned short VK_UP       = 23; // "Up"
    public const unsigned short VK_LEFT     = 24; // "Left"
    public const unsigned short VK_RIGHT    = 25; // "Right"
    public const unsigned short VK_DOWN     = 26; // "Down"
    public const unsigned short VK_OK       = 27; // "OK"
    public const unsigned short VK_RETURN   = 28; // "Return"
    public const unsigned short VK_EXIT     = 29; // "Exit"
    public const unsigned short VK_CONTENT_INFO = 30; // "Content"
    public const unsigned short VK_SCREEN_MODE = 31; // "Screen"
    public const unsigned short VK_FOCUS_CHANGE = 32; // "FocusChange"
    readonly attribute unsigned short keyCode;
    readonly attribute DOMString keyName;
    void InitRCKeyEvent (in DOMString typeArg,
        in boolean canBubbleArg,
        in boolean cancelableArg,
        in unsigned short keyCode,
        in unsigned short keyName);
}

```

FIG. 6

```
<html>
  <body onload="dvdVideo.play(); MediaPlayer.Play( );">
    <table border="0" width="720" height="480">
      <tr>
        <td width="277" height="184" align="left" valign="top">
          <object data="dvd:" width="277" height="184" border="0"/>
        </td>
        <td width="443" height="480" align="left" valign="top" rowspan="2">
          <object data="ani1.swf" type="application/x-shockwave-flash"
            synchronization="false" />
        </td>
      </tr>
      <tr>
        <td width="277" height="296">
          <object data="commentary.wmv" type="video/x-ms-wmv"
            synchronization="true" />
        </td>
      </tr>
    </table>
  </body>
</html>
```

FIG. 7

	DVD reproducing engine	Window media player	flash player
Play	dvdVideo.InputRCKey(12)	MediaPlayer.Play ( )	FlashPlayer.Play( )
Pause	dvdVideo.InputRCKey(12)	MediaPlayer.Pause ( )	FlashPlayer.Pause( )
Stop	dvdVideo.InputRCKey(13)	MediaPlayer.Stop ( )	FlashPlayer.Stop( )
Prev	dvdVideo.InputRCKey(16)	MediaPlayer.Previous ( )	FlashPlayer.Prev( )
Next	dvdVideo.InputRCKey(17)	MediaPlayer.Next ( )	FlashPlayer.Next( )

FIG. 8

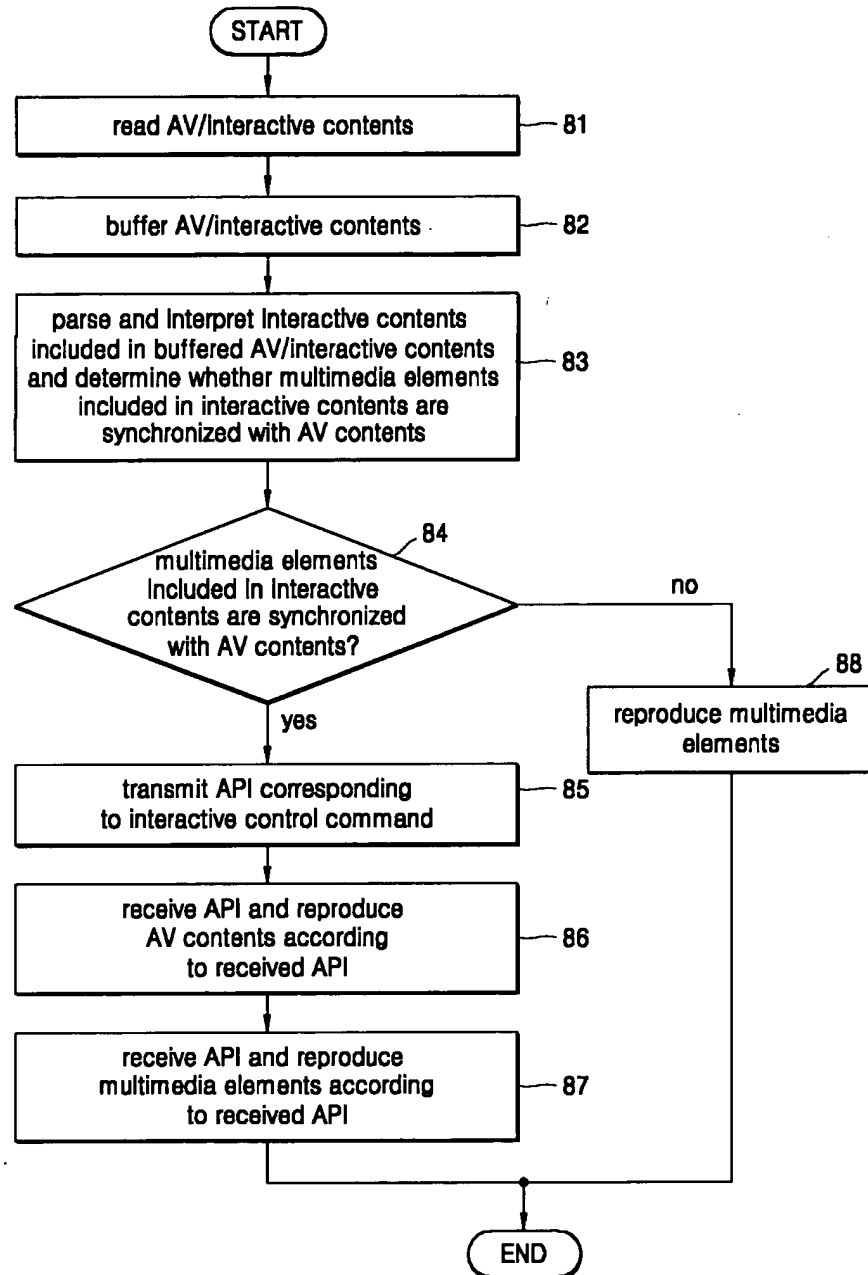


FIG. 9

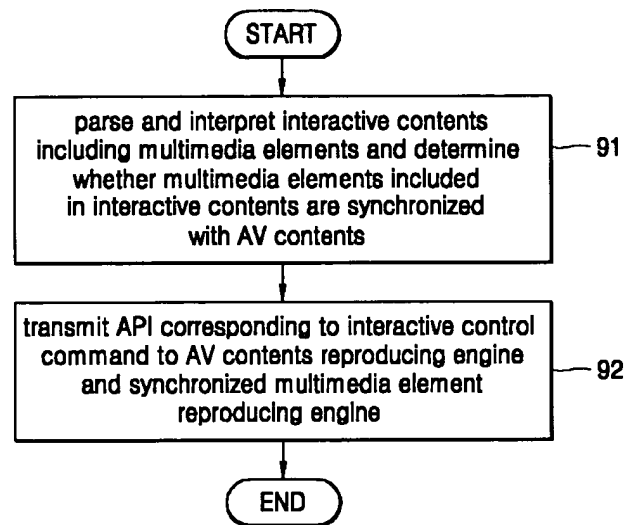


FIG. 10

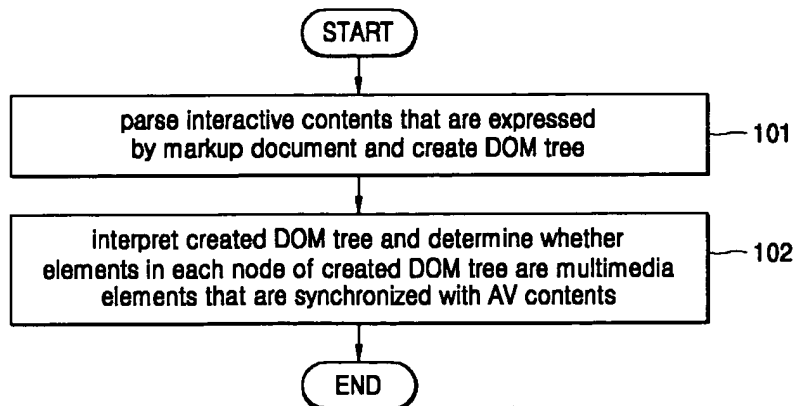




FIG. 11

